STEPHEN KING

ANGELSOFT™ INTERACTIVE FICTION FROM

MINDSCAPE

Macintosh™
512K, single drive
01064

ALERT™

STEPHEN KING
THE MIST

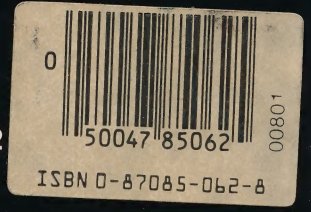
Another Saturday. Another stop at the market. And another wait in the checkout line. Until a shadow descends and someone shouts: "The fog! You oughta see it!" And you do: a mist advancing toward Federal Foods, engulfing the blue sky, the familiar landmarks of Bridgton, and...all the people in its path. Your typical Saturday just ended.

Mindscape makes YOU the central character in Stephen King's classic tale of horror. YOU control the action as you desperately fight the hideous things in the Mist and try to uncover what the Arrowhead Project really was. Crazy Mrs. Carmody might be right: this COULD be the end.

Enter Stephen King's world of terror—if you dare—and discover that the nightmare is just beginning...

Program contents Copyright © 1985 Angelsoft, Inc. Based on "THE MIST" copyright © 1980 by Stephen King. All Rights Reserved.
Angelsoft and Angelsoft Interactive Fiction are trademarks of Angelsoft, Inc.
Alert is a trademark of Mindscape, Inc.

Mindscape, Inc. 3444 Dundee Road Northbrook, IL 60062



Manufactured in the U.S.A.
00778

ALERT™

STEPHEN KING THE MIST

STEPHEN KING

THE MIST

MACINTOSH™

Program contents copyright © 1985 Angelsoft, Inc. Based on "THE MIST" copyright © 1980 by Stephen King. All rights reserved. Angelsoft and Angelsoft Interactive Fiction are trademarks of Angelsoft, Inc.

Macintosh is a trademark licensed to Apple Computer, Inc.

00826

MINDSCAPE

MINDSCAPE

MACINTOSH™ SOFTWARE

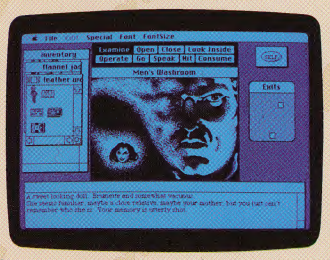
SOFTWARE THAT CHALLENGES THE MIND

BALANCE OF POWER

Power! Now you can be either the President of the United States or the General Secretary of the Soviet Union. While monitoring and responding to crises in a world arena of superpower politics, your goal is to enhance your country's prestige, without provoking a nuclear conflict. It's the ultimate simulation for the nuclear age. Available Fall 1985.

© 1985 Chris Crawford.

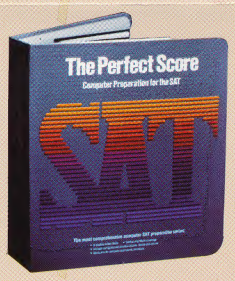
DEJA VU: A Nightmare Comes True



Deja Vu is a graphic/text adventure in which everything seems vaguely familiar, yet you remember nothing. Advanced Macintosh technology lets you explore your environment with a click of the mouse, but you'll still have to solve this Chandleresque murder mystery yourself! Available Fall 1985.

Deja Vu © 1985 ICOM Simulations, Inc.

THE PERFECT SCORE: Computer Preparation for the SAT

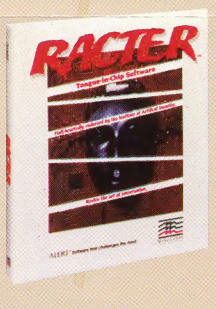


The Perfect Score for the Macintosh covers all areas of the SAT exam, and includes a timed practice exam, print-out capability and a continuous on-screen clock. All this makes The Perfect Score more computerized than other SAT programs—so you'll learn more. Available Fall 1985.

The Perfect Score is a trademark of Mindscape, Inc. All rights reserved.

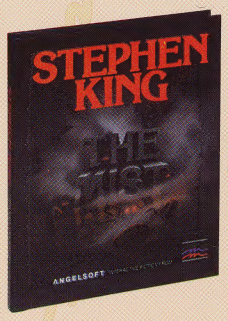
RACTER

Racter is a wizard at wonderfully weird computer conversation on almost any subject. Practice the art of small talk or liven up your next party. Racter is artificial insanity at its best. Talk to Racter, soon! Available Fall 1985.



Racter is a trademark of Inrac, Inc.

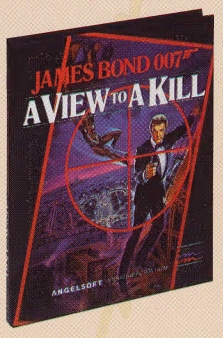
STEPHEN KING'S THE MIST



Based on the novella of the same name, this eerie adventure takes you into a quiet New England town. Suddenly, a dense fog mysteriously descends, and with the mist comes Stephen King's own brand of terror that only the fearless can survive. Available Winter 1985.

© 1985 Angelsoft, Inc. Based on "THE MIST" copyright © 1980 Stephen King. All rights reserved.

James Bond 007 A VIEW TO A KILL



A madman's cravings for power and vengeance spell destruction for Silicon Valley. Take your place as Agent 007 and experience all the elegance and daring of James Bond's finest adventures. Available Winter 1985.

Based on the screenplay A VIEW TO A KILL © 1985 DANJAQ S.A., software © 1985 Angelsoft, Inc.

MINDSCAPE
3444 Dundee Rd.
Northbrook, IL 60062
1-800-221-9884
(In Illinois 1-800-942-7315)

MINDSCAPE

Macintosh is a trademark licensed to Apple Computer, Inc.

LIMITED WARRANTY

Mindscape, Inc. warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect and your return address.

Mindscape, Inc. does not warrant that the programs will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE PROGRAMS ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINDSCAPE, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE SOFTWARE PRODUCTS.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape, Inc., 3444 Dundee Road, Northbrook, Illinois 60062.

PLEASE FILL OUT THIS CARD AND MAIL IT TODAY.

Name _____

Address _____ Apt.# _____

City _____ State _____ Zip _____

Telephone# ( ) _____
AREA CODE

Name of product purchased _____

Date of purchase _____

Machine type: ☐ Apple ☐ Atari ☐ Commodore ☐ IBM ☐ Macintosh ☐ Amiga Other _____

Where software was purchased:

_____ Computer Store _____ Software Store _____ Book Store _____ Electronics Store

_____ Discount Store _____ Toy Store Other _____

Name of store _____

Location of store (city, state) _____

Price paid $ _____

How did you learn of this program?

Store Display ☐ Salesperson ☐

Advertising ☐ Friend or Relative ☐

Product Review ☐ School or Teacher ☐

Other _____

Age of purchaser:

☐ under 18 ☐ 18-24 ☐ 25-34 ☐ 35-50 ☐ over 50

Age of primary user:

☐ under 8 ☐ 8-12 ☐ 13-17 ☐ 18-24 ☐ 25-50 ☐ over 50

Any comments: _____

00619

Thank you for purchasing Mindscape software

THANK YOU FOR BUYING A MINDSCAPE PRODUCT!

Mindscape's goal is to create enriching software for children and adults. Our products cover areas such as early learning, creative skills, recreational computing and home productivity/utility. All our products reflect our commitment to quality, education and entertainment for the whole family.

WE HOPE YOU ENJOY OUR SOFTWARE!

Software that challenges the mind.

Place
Stamp
Here

MINDSCAPE, INC.

P.O. Box 1167

Northbrook, Illinois 60062

Note: If you have two disk drives, use only the internal drive for all steps in loading, saving, restarting, or resuming a saved game.

Loading To load the game, follow these steps:

1. Turn on the computer.
2. Hold the THE MIST disk by its label. Carefully slide the disk, label side up, into the disk drive.
3. Loading begins, the drive spins, and the title is displayed. You are asked:

   Do you want to resume a saved game?

4. Click the mouse on No, if you want to start a new game. A new game will load automatically.

   Click the mouse on Yes, if you want to continue a game that you saved previously. You will be asked to specify which of the games on a storage disk you want to resume. Follow the on-screen instructions to load your saved game.

Saving You can save up to nine games on a STORAGE disk. When you save, you assign the game a number (1-9). If you want to resume the game at a later time, you simply specify its number during loading.

Note: The first time you save, use a blank disk (or a disk with information you no longer want), and follow the on-screen instructions to format it as a storage disk.

To save:

1. When you see the →, type SAVE and press RETURN. You will be asked:

   Would you like to SAVE this game?

2. Press N (No) if you decide you'd rather continue the game without saving.

   Press Y (Yes) to begin the save process. Follow the on-screen prompts to assign the game a number and complete the save.

3. When the save process is complete, simply follow the on-screen instructions to return to your game and continue playing when you see the prompt.

Printing You can print a running transcript of the game. The print feature is designed to work with any standard printer you may be currently using with your Macintosh computer. Your printer should be "on-line" or "selected."

To print:

1. When you see the →, type PRT and press RETURN. The game responds:

   OK

   Printing begins with your next move.

2. To stop printing, type PRT again and press RETURN.

Note: Printing stops automatically whenever play ends for any reason.

"Pull Down" Menu On the Menu Bar, at the top of the screen, is a pull down menu labeled OPTIONS. This gives you an alternative method by which to execute some of the basic game functions. You can type in the command at the game prompt, as you would normally converse with the program, or you can use the mouse to select and click on the desired command option. Either way, the results are the same.

Conversing with THE MIST To enter your commands, questions, or responses, just type them in when you see the →. Then press RETURN.

If you make a mistake typing, use the BACKSPACE key to back up and erase your error. Then retype your entry.

The standard commands appear in the book *An Introduction To Interactive Fiction*, enclosed in your THE MIST package. It is awfully dangerous out there in the mist, so you might want to take a little time to look it over.

Special additional commands, unique to THE MIST, are listed below (examples of how you might use some of the verbs are provided in parentheses):

calm down
destroy
dig
draw (a weapon)
enter
get in
get out
load (a weapon)
look at
look at closely
look in/into
page (turn a page)
place ____ in ____
place ____ on ____
pour
shoot
shut
spray
take ____ off of ____
take ____ out of ____
touch

Formatting During the save process, you are prompted to remove the GAME disk and insert a STORAGE disk or a blank disk in the drive.

1. If you insert a blank disk that has not been formatted, or a disk with information you no longer want, you'll see this message:

   Disk in drive is not a STORAGE disk. Would you like to make it a STORAGE disk?

2. Click the mouse on No, if you change your mind and do not want to format. Follow the on-screen instructions to go back to the game.

   Click the mouse on Yes, to format the disk. Follow the on-screen instructions to complete the save process and return to the game.

Quitting Use the quit feature when you want to stop playing.

To quit:

1. When you see the →, type QUIT and press RETURN. You will be asked:

   Would you like to QUIT this game?

2. Press N (No) to continue the game.

   Press Y (Yes) to stop playing.

3. If you press Y (Yes), you will be asked:

   Would you like to SAVE this game?

   Press N (No) if you wish to QUIT without saving the current game.

   Press Y (Yes) if you want to save the current game before you QUIT. See **Saving** section for details.

Restarting Use the restart feature if you are in the middle of playing and want to start a new game or resume a saved game.

To restart:

1. When you see the →, type RESTART and press RETURN. You will be asked:

   Would you like to play again?

2. Press N (No) to continue in the current game.

   Press Y (Yes) to begin the restart process.

3. If you press Y (Yes) you will be asked:

   Do you want to resume a saved game?

4. Click the mouse on No, to start a brand-new game.

   Click the mouse on Yes, to begin the resume process. Follow the on-screen instructions to select a saved game.

Program contents Copyright ©1985 Angelsoft, Inc. Based on "THE MIST" Copyright ©1980 by Stephen King. All rights reserved.

Macintosh is a trademark licensed to Apple Computer, Inc.

Angelsoft and Angelsoft Interactive Fiction are trademarks of Angelsoft, Inc.

Alert is a trademark of Mindscape, Inc.

MINDSCAPE, INC. 3444 Dundee Rd. Northbrook, IL 60062

00786

An Introduction To

Interactive Fiction

ANGELSOFT™ *INTERACTIVE FICTION FROM*

MINDSCAPE

Interactive Fiction

Mindscape, Inc.
3444 Dundee Road
Northbrook, Illinois 60062

An SFN Company

Copyright © 1985 Mindscape, Inc.
All Rights Reserved.

Alert is a trademark of Mindscape, Inc.

Printed in the U.S.A.

CONTENTS

5 AN INTRODUCTION TO INTERACTIVE FICTION

6 MOVING THROUGH THE STORY

7 COMMANDS

8 MOVES

9 PROPS

10 CHARACTERS

11 GAME STRATEGIES

12 PAVLOVA'S PIGS, A SAMPLE GAME

AN INTRODUCTION TO INTERACTIVE FICTION

You enter a story—and suddenly, the strangest things happen. You're somewhere you've never been before, and nearly everywhere you turn there's a decision to be made and intriguing characters to meet. If you're not clever—and careful—your next move could be your last.

You've just embarked on an interactive fiction adventure created by Angelsoft for Mindscape, and you're about to confront some of the toughest challenges you've ever called "fun."

In interactive fiction *you* are the central character in a story. The computer becomes a kind of "live novel"—it provides the setting, introduces the action, and narrates the story. But it's *you* who determines, through your actions and decisions, how the story proceeds. As you progress, bear in mind that we've included tricks, traps, and puzzles to confound you—you'll need to be your crafty best to find the happy ending in *these* stories.

While each adventure is unique, all share certain basic elements: a landscape, vehicles, characters, and props. The LANDSCAPE is the setting for the story. It unfolds as you move through a series of locations, which can range from fancy parlors to mountaintops to parking lots. You may travel through the landscape on foot or by VEHICLES that you find along the way. Within the landscape you also meet your fellow CHARACTERS. Like your favorite novels or movies, interactive fiction adventures are inhabited by beings who intrigue your mind, challenge your wits, and fire your imagination. Characters may be a source for obtaining PROPS. Props are objects most often found within the landscape itself. They can help you solve puzzles, but they often are everyday objects which you need as you move through the story.

While in a story, you always have several options. You can move within the landscape, manipulate props, ride vehicles, or interact with characters. Interacting with the story is easy; simply type in your command, question, or response. When you are asked a yes/no question, type Y or N. These programs recognize full sentences as well as single words and abbreviations. Just type in what you want to do when you see the prompt —>. You may capitalize and punctuate, but you don't have to. You should, however, use a question mark when you are talking to characters and want to ask a question. And when you want to address a character directly, type that character's name and then follow the name with a comma before typing the rest of your statement or question.

No matter what you enter, you always receive a response. If you get a widly unexpected or vague response, you may need to vary your approach or your words to gain more information and unfold more of the plot. (See the enclosed Reference Card for more information about conversing with the adventures.)

Although each game has its own vocabulary, which you'll discover as you play, there is a standard set of commands common to most games. The following list includes these standard commands and some of their abbreviations and synonyms. You'll note that a Reference Card accompanies each game and lists commands specific to that game.

TAKE (PICK UP, GRAB)
DROP (PUT DOWN)
THROW (TOSS)
WEAR
REMOVE (TAKE OFF)
READ
BREAK
KILL (MURDER)
OPEN
CLOSE
LOCK
UNLOCK
GO
TRADE
GIVE (I WANT)
PUT ____ IN ____
PUT ____ ON ____
WHO IS ____
WHERE IS ____
HAVE YOU ____

EXAMINE (EX or X): gives a detailed description of a prop or character.

EXAMINE ____ CAREFULLY (EX CAREFULLY or X CAREFULLY): may yield additional characteristics or details of a prop or character.

LOOK (L): gives the full description of a location.

INVENTORY (INV): tells you what props you are carrying and what you are wearing at any point in the game.

The sample game at the end of this manual illustrates how some of these commands may be used.

There are several ways to move through the landscape.

You can move from adjacent place to adjacent place by typing in any of the four basic directions of the compass, plus up and down:

```
N,  NORTH,  GO NORTH
S,  SOUTH,  GO SOUTH
E   EAST,   GO EAST
W,  WEST,   GO WEST

U,  UP,     GO UP
D,  DOWN,   GO DOWN
```

There may be times when you want to move more efficiently. With a bit of skill, you should be able to take advantage of various types of vehicles. Vehicles may be powered with the following types of commands:

```
RIDE BLACK HORSE
RIDE THE SLOW BOAT TO CHINA
TAKE CAB TO STATION

OPEN XJ6 DOOR
GET IN XJ6
CLOSE XJ6 DOOR
DRIVE XJ6 NORTH TO MIAMI BAY
```

Props can be manipulated in a variety of ways. For example, you can:

PUT LITTLE GREEN FROG ON LILY POND
PUT KRYPTONITE IN LEAD BOX
READ LOVE LETTER
THROW DISHES IN SINK
WEAR KEYS
TAKE OFF LEATHER VEST
BREAK MIRROR WITH HAMMER

As you move through the story you will be confronted with doors, gates, lids, etc., which may be closed or locked. Opening them may require some ingenuity.

For example:

UNLOCK THE JEWELRY BOX WITH THE SILVER KEY
OPEN PEARLY GATES
GO THROUGH THE GREEN DOOR
PRY OPEN THE MOLDY CHEST WITH THE CROWBAR

You can examine and converse with the characters you meet in your travels. Getting to know characters can sometimes be tricky, and you would do well to try a variety of approaches when conversing with them. Beware, though, as some characters may be more interested in your demise than in your conversation.

When you are talking to a character, you do not have to address him or her (or it!) by name, but doing so can be a useful form of flattery. If there are two characters in the same location, using one of their names can help keep a conversation less confusing.

For example:

LEONARD, TELL ME, DID YOU NOTICE ANYTHING UNUSUAL DURING THE SHOW?

might guarantee a more sensible response if both Leonard and his talking dog are in the room at the same time.

You can get information from characters by asking them questions or giving them commands:

DO YOU HAVE THE RAY GUN?
TELL ME THE COLOR OF YOUR MOTHER'S HAIR
PLEASE GIVE ME THE SPOILED MILK
WILL YOU TRADE THE FLEECE?
QUICK, CHARLIE, THROW ME YOUR KNIFE

Characters can also take things from you, or pick up props before you do, so be careful.

As you play, you may find yourself getting lost within the landscape or puzzling over a false move. Here are a few game strategies that might help you:

Read Carefully

Otherwise you could miss subtle clues that might help you during the game.

Make a Map

When you enter the story, you're in uncharted territory. Drawing a map as you make your moves can help you keep track of where you are, where you've been, and what you've found, and where you can get a vehicle.

Save Your Position

When you sense danger, or if you're about to do something rash (e.g., jump off a cliff), it's a good idea to save your current position before proceeding. (See the Reference Card for instructions for SAVING.)

Print Your Game

If you want a detailed record of your game, you can use your printer to record your progress. You may start (or stop) printing at any point in your game. (See the Reference Card for details.)

The following sample game, *Pavlova's Pigs*, will give you a taste of what lies in store.

You're being feted at the White House for capturing an international terrorist. The President and First Lady are giving a banquet in your honor, complete with headline entertainment—Leonard Fell and his talking dog, Swoop.

A hush falls over the Green Room as you settle into your uncomfortable gilt chair and wait for the show to begin. A crystal chandelier sparkles above your head, and through large windows on either side of a huge oak door to the north you can see the well-manicured White House lawn and the Presidential swimming pool. Just as the band strikes up, the audience is startled by a resounding gunshot, followed by a splash!

All eyes are on you. This glittering company expects you—the heroic guest of honor—to spring into action...

—> OPEN OAK DOOR

You bolt from your seat, dash across the room, and fling open the oak door.

—> NORTH

You run through the open oak door, out onto the White House lawn. Out of the corner of your eye, you glimpse a large, burly man running through the parking lot, dripping wet. In a second he's melted into the crowds on Pennsylvania Avenue.

Before you is the Olympic-sized pool in which the President swims his laps every afternoon at five o'clock. In the pool, floating face down, is one of the President's Secret Service men—shot through the head. Beside him floats a man's white wool sport jacket.

—> TAKE MAN FROM POOL

You drag the drowned man out of the pool and lay him on the grass. There's nothing you can do for him now.

—> TAKE JACKET FROM POOL

You take the jacket from the pool.

—> EXAMINE JACKET

This is a man's white wool sport jacket. It's dripping wet.

—> X JACKET CAREFULLY

In the pocket of the white jacket is a plastic bag filled with small green capsules.

—> TAKE PLASTIC BAG

You take the plastic bag from the pocket of the white jacket.

—> INV

You are holding your gun, the white jacket, and the plastic bag in your hands, and wearing the tuxedo.

—> LOOK

You are standing beside the Presidential swimming pool. To the south, an oak door to the White House stands open. To the east is a caretaker's house and to the west is a parking lot.

—> N

You can't go that way; you'll fall in the pool.

—> GO THROUGH THE OAK DOOR

You've returned to the Green Room.

Leonard and Swoop are here.

Leonard Fell is short and slightly built. There are shiny patches on his tux, he's wearing an extremely obvious toupee, and his teeth need work.

Swoop is a little yellow mongrel with an intelligent gleam in his eyes. Judging by his diamond collar, he's the star of the Fell and Swoop duo.

—> DID YOU NOTICE ANYTHING UNUSUAL DURING THE SHOW?

Swoop: Well, the audience really wasn't as responsive as usual. I suppose the humor was too subtle for them.

—> LEONARD, DID YOU NOTICE ANYTHING UNUSUAL DURING THE SHOW?

Leonard: Not really. I couldn't keep my eyes off that great-looking woman in the red dress. I've got a date with her tonight at her hog farm in West Virginia.

—> WHO IS THE WOMAN IN THE RED DRESS, LEONARD?

Leonard: Her name is Olga Pavlova; she's a Nobel Prize-winning Russian scientist. Well, I've got to be going now. I don't want to keep Olga waiting.

He exits to the north, with Swoop following close at his heels.

The First Lady just arrived.

—> GOOD EVENING

First Lady: Good evening. I'm very worried about the President's safety. If it weren't for this soirée, he would have been in that pool.

—> DO YOU KNOW ANYTHING ABOUT OLGA PAVLOVA?

First Lady: She's been quite popular at Washington parties ever since she defected from the Soviet Union five years ago.

—> WHY DOES SHE HAVE A HOG FARM?

First Lady: How should I know? I thought YOU were going to help ME.

The First Lady hands you a set of keys: Here take these. There's a car waiting for you in the parking lot.

—> INV

You are holding your gun, the white jacket, the plastic bag, and the keys in your hands, and wearing the tuxedo.

—> N

You've returned to the swimming pool.

—> W

You've reached the White House parking lot. You see the low-slung Jaguar XJ6.

—> OPEN XJ6 DOOR

The XJ6 door is now open.

—> GET IN XJ6

You slide into the driver's seat.

—> CLOSE XJ6 DOOR

The XJ6 door is now closed.

—> DRIVE WEST

You drive for a couple of hours until you reach Olga Pavlova's farm, deep in the backwoods of West Virginia.

You are in the driveway of Olga's huge white farmhouse. To the east is a grain silo, to the west is the filthiest hog pen you've ever seen, and to the north is the entrance to the farmhouse.

—> OPEN XJ6 DOOR

The XJ6 door is now open.

—> GET OUT

You get out, and stand next to the car.

Olga is here.

Leonard and Swoop are here.

Olga is a raven-haired beauty of ample proportions. She's wearing a clinging red silk dress—a strange contrast with the sturdy, mud-splattered farm boots on her feet.

—> EXAMINE LEONARD CAREFULLY

Leonard doesn't look pleased to see you.

Suddenly, Olga's bodyguard, a large, burly Russian wearing white wool trousers and a set of brass knuckles lunges at you from behind a tree.

—> FLIP THE RUSSIAN

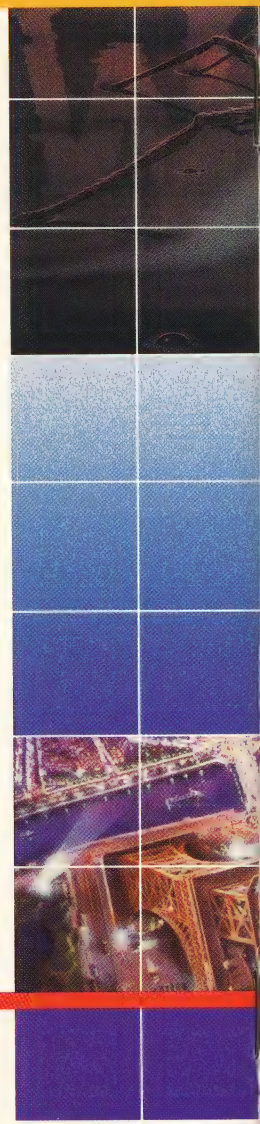
He lands flat on his back in the mud, but his free hand triggers a mechanism that releases the hogs, who immediately stampede.

—> KILL THE RAMPAGING HOG HERD

Are you sure you want to kill the hogs?

—> YES

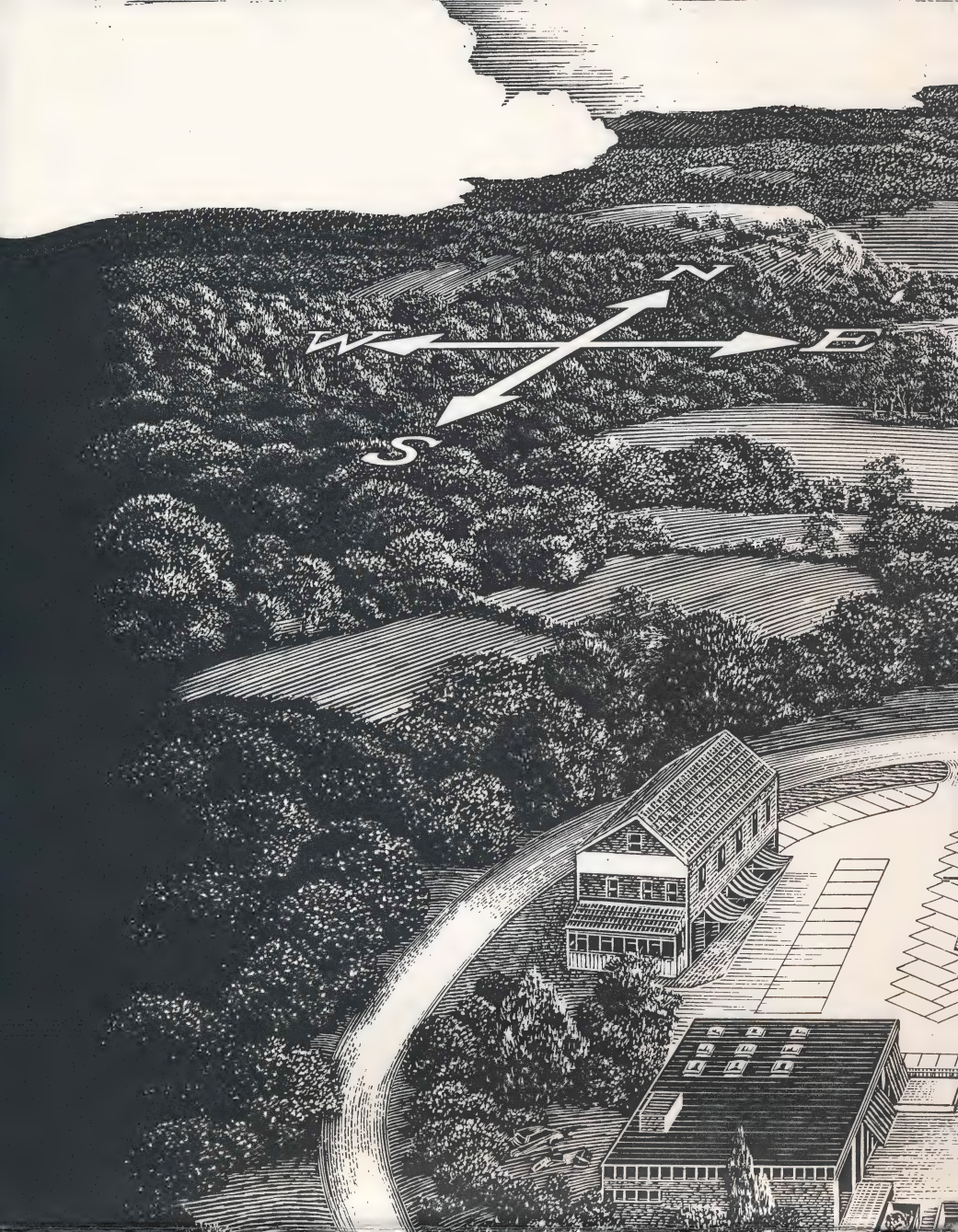
In this sample game, we won't take you far enough to find out whether you kill the hogs or the hogs kill you. But we will tell you that in YOUR adventures, you'll meet dangers much greater than a mere herd of angry oinkers. So get ready for action—and good luck!

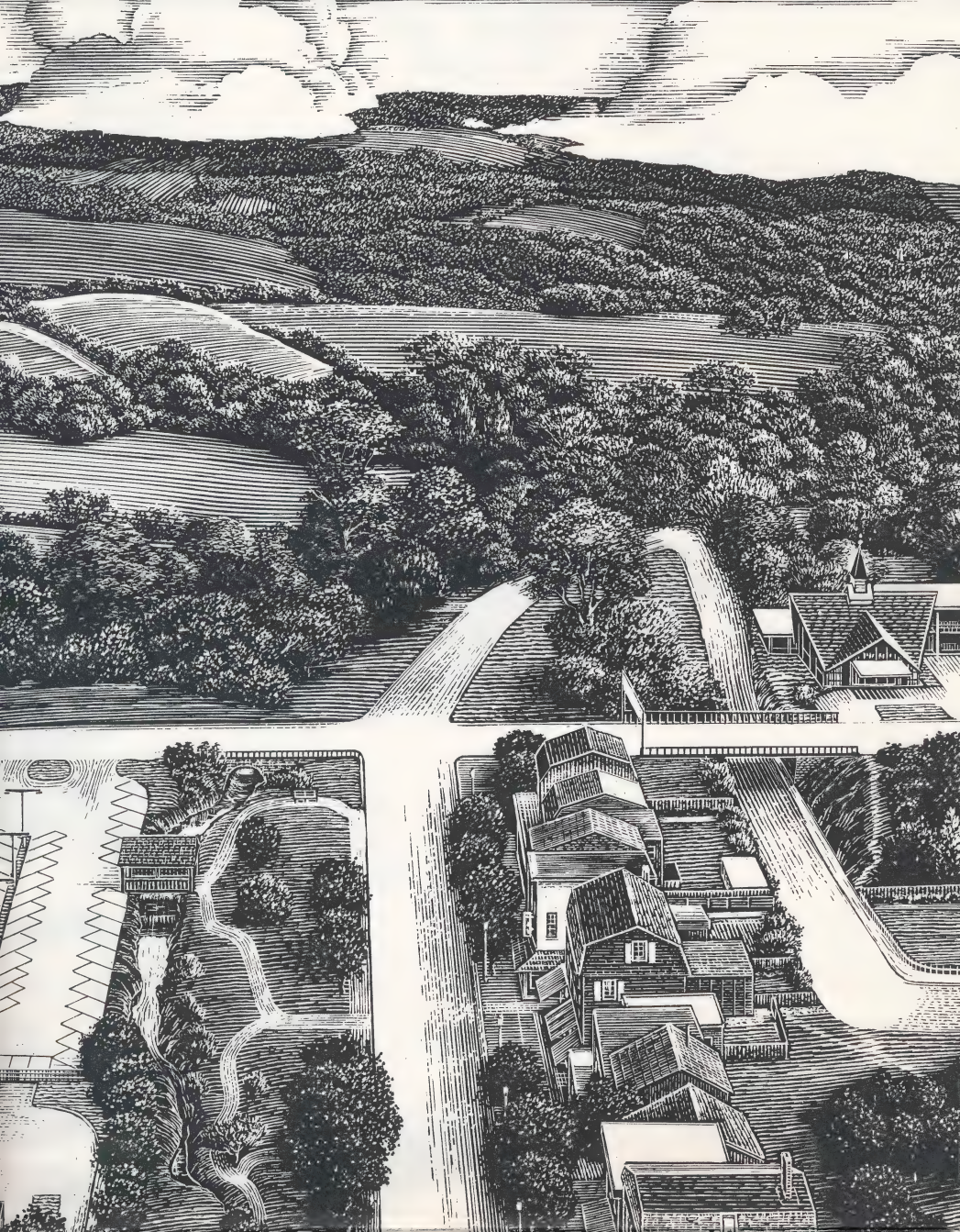


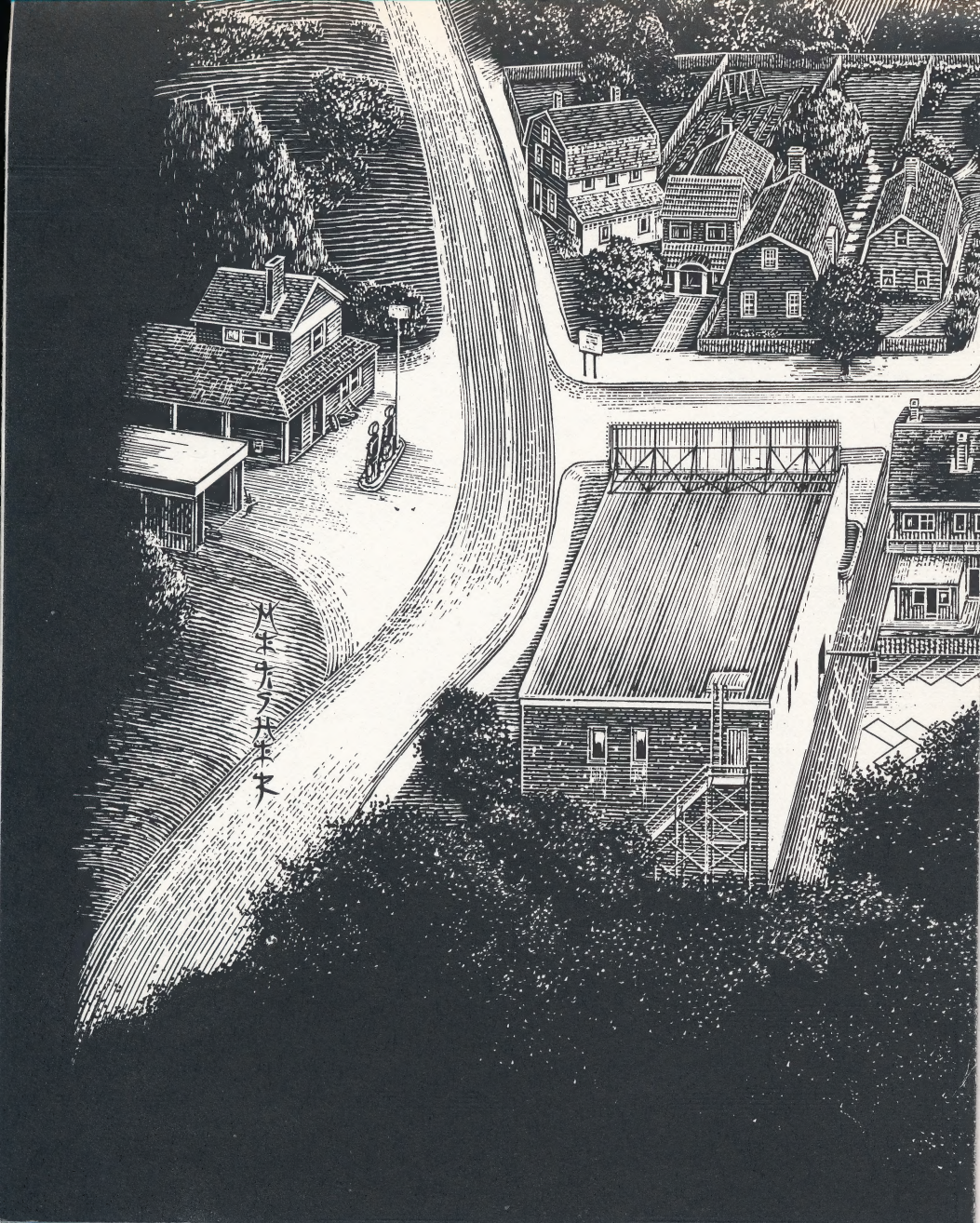
MINDSCAPE

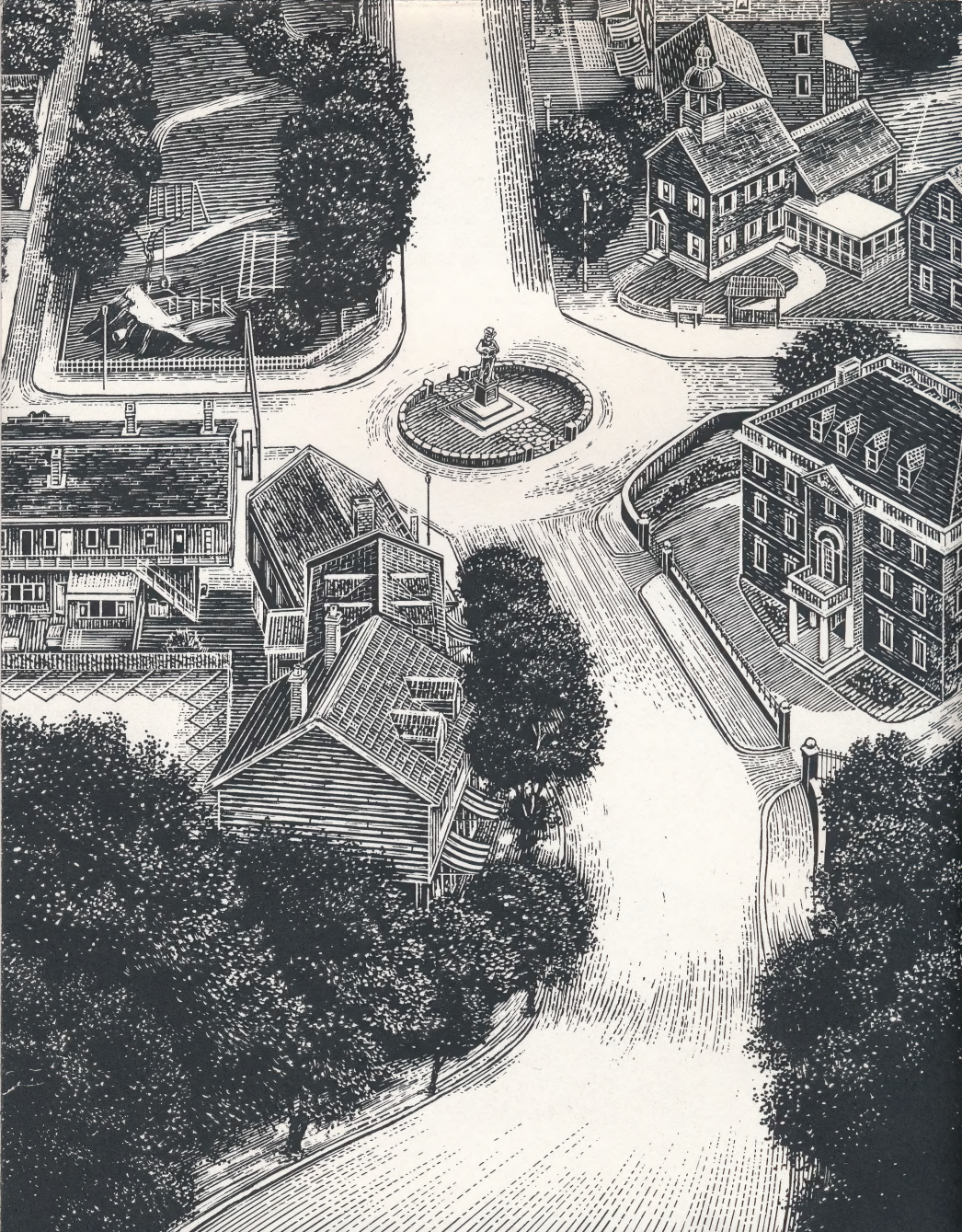
Mindscape, Inc.
3444 Dundee Road
Northbrook, IL 60062

00769


N
E
S
W







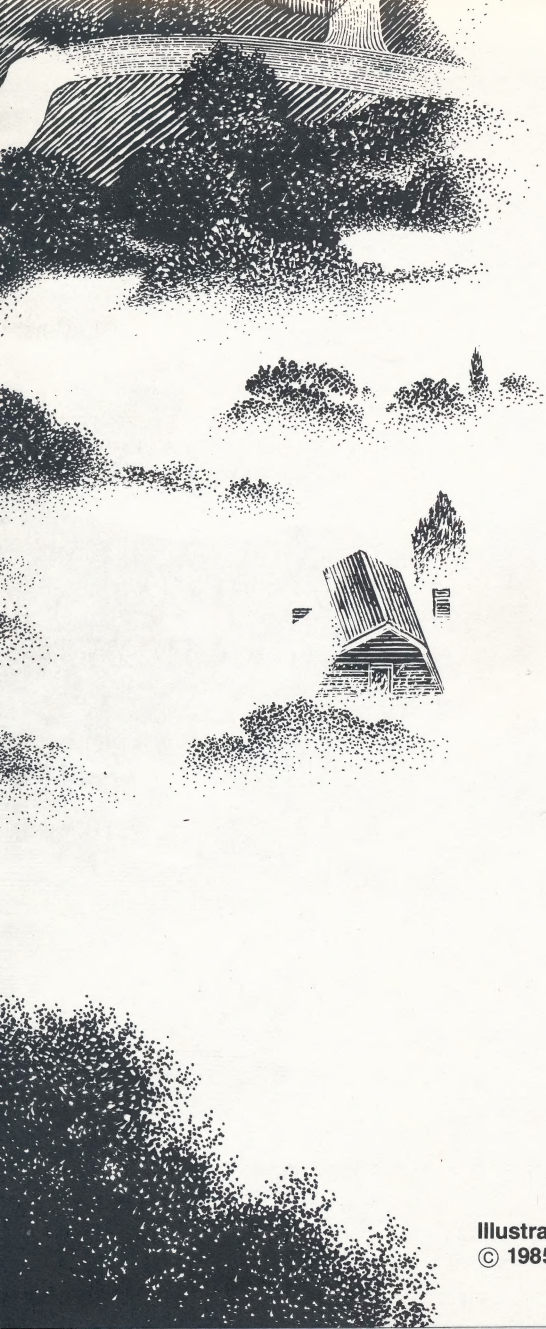


Illustration by Micheal Fisher/ The Garden Studio.
© 1985 Angelsoft Inc.

01046